

The “Drury Convention”

You hold the following hand in first (second) seat. **Q43 A75 KQ532 64** -- You “*pass*” and Partner opens **1H** or **1S** in the third (fourth) seat, respectively. Without help, you have a choice of four, potentially, disastrous responses absent knowing the strength of Opener’s hand!

- 1 - You make a limit-raise to **3H** or **3S** and go down because Partner has opened light.
- 2 - You raise Partner’s opening bid, conservatively, to **2H** or **2S**. Partner “*passes*,” and you make 10 tricks because he/she had a full opening count.
- 3 - You bid **1-NT** (“**Forcing**” or standard), Partner “*passes*,” and you get a poor score because the rest of the field is playing in their 8-card Heart or Spade fit.
- 4 - You try a “*temporizing*” **2D** bid, Partner then “*passes*,” and you get an even worse score.

The “Drury Convention” to the Rescue

The “*Drury Convention*” is designed to deal specifically with the above-referenced, problem scenario. The Drury Convention uses an artificial “**2C**” (*Alertable*) response, used by a “*previously-passed*” Player in the first or second seat, following Partner’s **1H** or **1S** opening bid in third or fourth seat (Example 1). It shows Trump support (3-card in **Standard American**) or better, and maximum playing values of 10-12 support points; i.e., just short of opening count. If Opener has a sub-minimum opening count, this convention allows the Partnership to terminate the bidding at the 2-level while, at the same time, exploring for Game if, opposite Responder’s limit-raise holding, Opener actually had a full opening count, or better.

Example 1:

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| P | P | 1H/1S | P |
| “2C” | | | |

In summary, a **Drury “2C”** response shows Responder’s support and strength right away, allowing Opener to bid his/her hand’s full value without getting too high. It gives one a built-in safety valve if Partner has opened light, while, at the same time, assisting Opener to evaluate the chances for Game, if one is present. Here is how it works:

Opener then makes one of two re-bids:

- (1) “**2D**” - This is artificial, and shows a light, sub-minimum opening count (Example 2),

Example 2:

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| P | P | 1H/1S | P |
| “2C” | P | “2D” | P |
| 2H/2S | | | |

Note: The “**2D**” artificial response may **never** be “*passed*” by the Drury bidder. If Opener exhibits a sub-minimum hand by responding the artificial “**2D**” bid, the Responder will then return to “*two*” of the Major suit referenced (**2H** or **2S**).

- (2) Any other re-bid by Opener, other than “**2D**” confirms a full opening hand (or better) and shows an interest in Game (Example 3).

Example 3:

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|---|-------------|
| P | P | 1H/1S | P |
| “2C” | P | <u>Any bid other than</u> “2D” (Shows a Full opening or better) | |

With a good hand, say 15 or more HCP's, Opener will simply jump to Game (4 of the Major suit referenced). Other bids tend to be natural and descriptive, in effect, Game-going. With an excellent hand, Opener may even be interested in a Slam, and will bid accordingly.

Re-Bids By The Drury Bidder:

- a. If the Opener has signaled a full opening hand, the Drury Bidder may then invite to Game, or go directly to the 4-level if holding sufficient HCP values.
- b. If the Opener has signaled a sub-minimum opening hand, the Drury Bidder can then return to the agreed-upon suit at the 2-level or compete to the 3-level, if so desired.

THE "REVERSE DRURY" CONVENTION

Definition: - A more modern version of the **Drury** convention in which a third- or fourth-position Opener of a Heart or Spade, in response to an artificial "2C" by a "*previously-passed*" Partner, asks Opener to clarify the strength of his/her opening bid by responding as follows: (1) Return to his/her original Major suit with a sub-minimum opening count

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|-----------|-------------|
| A | X | X | X | X | | | | |
| K | X | | | | P | P | 1S | P |
| A | X | X | X | | "2C" | P | 2S | |
| X | X | | | | | | | (or) |

- (2) Any other bid is natural and forward-going showing a full opening count

| | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|-----------|----------|
| A | K | X | X | X | | | | |
| K | X | | | | P | P | 1S | P |
| A | X | | | | "2C" | P | 2H | |
| X | X | | | | | | | |

THE TWO-WAY "REVERSE DRURY" CONVENTION

Definition: - Opener, who has "*previously passed*," in response to Partner's third position opening bid of a Heart or a Spade, when holding Major suit support and invitational strength (11-12 HCP's or 8 Losers) has two ways to invoke "*Reverse Drury*":

- a. "2C" with 3-card support
- b. "2D" with 4-card support

(All other bids which follow are identical as in regular "*Reverse Drury*")

SUMMATION: The "**Drury Convention**" is immeasurably helpful in insuring that subsequent to Partner's opening of **1H** or **1S** in 3rd or 4th seat, after he/she has "*previously-passed*" with 10-12 HCP's in 1st seat or 2nd seat, respectively, can insure that the Partnership does not either under-bid or over-bid their combined values.